Pool Live Tour Tricks

And Tips

Content

Pool Live Tour

Pool games are popular on Facebook, but Pool Live Tour has is one of the best out of there.Any video game version of pool should always be played in real time against other players online. Pool Live Tour allows you to play against other Facebook users.

It is interesting and thanks to its large number of players, although newcomers might balk a bit upon realizing that they have to practice their first shots while someone is most likely a stranger from another country and watching them fiddle with the cue mechanics.

The pool game is enjoyed by 2.5 million players every day and now available for Android! Challenge your friends, or compete against millions of players to win coins and trophies. You can Practice offline in single player mode or against a friend to perfect your technique, collect the best cues and discover all the lively locations that make up this fun-packed pool game.

Pool game start up with Facebook

Play against real players live.

There are 2 500 000 players every day and you can find a worthy opponent in seconds.

Invite your Facebook friends for a quick match.

The touchscreen pool can give feels just like the real thing.

Simply pull to set power and direction then release to shoot.

Play online or offline anywhere, anytime.

Compete for coins and glory in the head-to-head Play and Win

Start a Bluetooth duel when you're offline.

2players can play on a single screen.

5 amazing levels, each is supporting aim-assist and no aim-assist modes.

Move through the levels and play for increasingly high stakes.

Win big against progressively tougher opponents from all over the planet.

Variations on the standard 8 ball rules means you never get bored.

You can become a cue collector master

Find your perfect cue.

Choose from over 50 cues like the simple-but-crazy Broom stick to a beautiful masterpieces such as the Dragon

Unlock more powerful cues as you level-up, and then show off to your friends and opponents.

You can win trophies for best shots

If you pocket 2 or more balls in one shot

If you win a game in under a minute

If you take less than 6 shots to finish a game

Exciting aspects

Take a friend on your computer or in network play

There are 10 different pool games to play

Change the appearance of pool tables, cues, balls, and rooms as you like

Five difficulty levels to that give you the perfect challenge

High score board keeps track of your performances.

This game has a very good graphics build and fun to play

Live Pool has great sound effects

The balls roll just like real ones, and you can position your cue shot to hit at various places on the cue ball for different spins.

You can play against the computer or another player.

You can warn your opponents by using the passable chat interface; since chat histories aren't visible you shouldclick on the player's name.

Tricks to Win the Game

You can use the spin shots to outsmart your opponent.

A cleverly positioned white ball will block them from potting.

In this game, items can be bought by using the coins you earn each time you compete.

Every win gives you the honour to earn a title and the ability to move to the next level.

One interesting aspect of this game is that as you progress in level, the art of collecting coins becomes more and more difficult.

The 8 ball pool cheat tool helps to play as it gives you the ability to have access to unlimited coins and to move greater levels.

Another important aspect of this game is that it depends on accuracy whereby on the overall it's even considered as key. To maintain accuracy you need to have the necessary items bought from the shop so as to produce the desired effects.

With the 8 ball cheat or hack tool you can have the ability to shoot every ball. Access to next levels becomes much easier as you are now in the position of no longer losing a game.

Coins can be generated in an effortless manner with those tools. The 8 Ball hack tool not only helps you in becoming a good player in every tournament but also guarantees you achievements from the very start.

8 Ball Pool Hack Features

Unlimited Credit, Unlimited Coins, Unlock Boosts, Anti Ban, Accessible simple design, Automatic check for new updates and more.

The objective of the game is to win matches thereby collecting Pool Coins which unlock new and exciting levels. As you work your way to the top, each level brings higher stakes and more challenge. Now you can enjoy competitive matches across platforms as Pool Live Tour is available on iPhone, iPad and Android.

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This is where the 8 ball pool cheat tool comes into play as it gives you the ability to have access to unlimited coins and as such assist help you access to the next and greater levels. Such acquisitions include the acquiring of unlimited items and resources.

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With the 8 ball cheat or hack tool you can have the ability to shoot every ball. Access to next levels becomes much easier as you are now in the position of no longer losing a game. With tool, coins can be generated in an effortless manner. The 8 Ball hack tool not only helps you in becoming a good player in every tournament but also guarantees you achievements from the very start.

Pool Live Tour so popular and attractive because

Pool Live Tour enters a new era with the launch of the mobile version, currently available on the App Store for supported iOS devices and on Google Play for supported Android devices. The game offers a complete cross-platform experience, making sure those players on desktop and mobile can compete flawlessly.

1. The game physics such as spin, power and ball movement, have been perfected to an unmatched level of realism.
2. The game is intuitively easy to play as a guide provides a non-intrusive tutorial to help you in case you get stuck.
3. The beautiful graphics and fun storyline add depth and colour that are guaranteed to keep you playing.
4. Players can also enjoy the competitive motivation to move through the levels, winning and sharing Trophies for their best shots and the ability to buy different cues from the Cue Shop.
5. If you really want to challenge yourself, keep trying all the way to the last level without any "aiming assistance".
6. Game modes such as variations on the standard 8 ball rules, 9 ball pool, Weekly Leagues etc. keep the game interesting for experienced players and newbies alike. For this reason the average user lifetime of the game stretches into many months.

Pool Live Tour now enjoys an official partnership with World Snooker Association and presents a World Snooker branded snooker level called the World Snooker Club. The new level is home to seven of the world`s top players. The young and wildly popular reigning World, Judd Trump, also takes the role of the host as he guides the players and provides comments after they take their shots.

Playing pool on mobile has never been so smooth! Power, spin, angle, it all comes naturally with the most advanced touch controls on the market. Set power and angle in fluid motion, all with the touch of one finger. Touch and add some spin to get that perfect shot.

About Moving the Cue and Shooting

The cue can be moved and rotated by touching the screen and slightly pulling back. When the cue is ready to strike the cue ball, the object balls directly along the line of the strike are shown with white or red hilite. Object balls with white hilite represent the legal balls to strike. The direction of the hilite corresponds to the initial direction the object balls.

The object of the 8-Ball Pool game is for one player to pocket their set of assigned balls 1-7 (solids) or 9-15 (stripes), and then to legally pocket the 8-ball.

The 1st player who starts (breaks the rack to start a game) is determined randomly. The break will then alternate between players in future games at the same table, regardless of who won that last game. The player who breaks must strike the rack with the cue ball. Otherwise, the break becomes illegal and the turn switches to the opponent. Any balls pocketed on the break remain pocketed.

A solid and a stripe ball

If the player pockets both a solid and a stripe in the same shot, he/she must choose which group of balls they wish to play. If the table is open and a player strikes the 8-ball first, this is considered a foul and the turn rotates to the next player who gets ball in hand. If any balls were pocketed on this foul, they remain pocketed and the table is still considered "open." If the 8-ball is pocketed when it is not a legal shot the game ends and the player who illegally pocketed the 8-ball loses the game. Once solids and stripes have been assigned, it's considered a foul to strike the other player's ball before your own. If this happens, the player's turn is over and any balls pocketed remain pocketed.

Legal Shots

A shooter must hit a ball that belongs to his group of balls before the 8-ball is struck or a ball in their opponent's group is struck (unless the table is open or the 8-ball is the only legal shot). It is legal to have the cue ball make contact with a rail before striking a ball.

Illegal Shots

Pocketing the cue ball - this is called a 'scratch'.

The cue ball strikes the 8-ball first (unless it is the only legal shot).

The cue ball strikes one of your opponent's balls first.

The cue ball does not strike a rail or a legal ball.

After an illegal shot

Most of the time, an illegal shot is a foul and the opponent would get the ball in hand. 'Ball in hand' means the player can place the cue ball anywhere on the table and shoot in any direction. When a player is granted a ball in hand after an illegal break, the ball may only be placed behind the head string and only shot forward. If an object ball is illegally pocketed the ball remains in the pocket.

Playing the 8-Ball

When the 8-ball is the legal shot for a player, a scratch or foul does NOT result in a loss of game if the 8-ball is not pocketed. However, the next player would have ball in hand. When playing the 8-ball, the shooter must designate a pocket. The pocket is indicated by a downward pointing hand. To change the designated pocket, the player must tap on the desired pocket and the downward pointing hand will serve as an indicator of the selected pocket.

Player Turns

A player's turn continues as long as the player legally pockets the object balls. A player's turn ends when a player takes a shot that is illegal and deemed a foul, fails to pocket a legal object ball, or pockets a ball of the opponent's group. If a player pockets a ball from the opponent's group, the player's opponent would only gain ball in hand if the ball had been pocketed illegally. It is not illegal or considered a foul to pocket the opponent's ball on your turn if the cue ball strikes a legal object ball first. It just ends the player's turn.

Losing the Game

A player loses the game by making any of the following errors:

Foul when pocketing the 8-Ball.

Pocketing the 8-ball in a pocket other than the one he/she designated.

Pocketing the 8-Ball when it is not the legal object ball.

Pocketing the 8-ball on the same shot as the last of the player's group of balls.

Note: the game is NOT lost if a player gets a scratch or a foul when playing the 8-ball as long as the 8-ball is not pocketed.

9-ball game

9-ball is played with nine balls numbered 1-9 and the cue ball. A player's turn continues until the player misses, fouls, or wins the game by sinking the 9-ball. After a missed shot, the other player must shoot the ball from where it lies unless a foul has occurred, in which case the player has ball in hand. Players are not required to call any shots, including the 9-ball. The game ends when a player legally sinks the 9-ball or when a player fouls out.

The break alternates in subsequent games on the same table. The player must strike the 1-ball first and either pocket a ball or hit four or more balls to the rail. Otherwise, the break becomes illegal.

If a player fouls, the turn switches to the opponent. No balls are returned to their positions except the 9-ball. After a foul the opponent gains the ball in hand.

The following errors are considered to be fouls:

- If the first ball contacted by the cue ball is not the lowest ball on the table, this is a foul.
- If no balls are pocketed and no balls are driven to the rail, this is a foul.
- An illegal break, as described above, is a foul.
- If a player fouls on three consecutive shots in a game he loses.

The game ends when a player legally sinks the 9-ball or when a player loses the game as a result of a foul.

Banking Shot Option

Tables with banking option on are denoted with B in table listings. The table window caption also has 'Banking' in it. The last (winning) shot of the game has to be a 'banking' shot. This means that the last ball (8th or 9th) does NOT go straight; it has to be pocketed off the rail. If the ball is pocketed directly into an indicated pocket (not via a banking shot), the opponent gets 'ball-in-hand'. In the 9-ball game with banking option, the 9-th ball can only be pocketed as the very last ball via a Banking Shot.
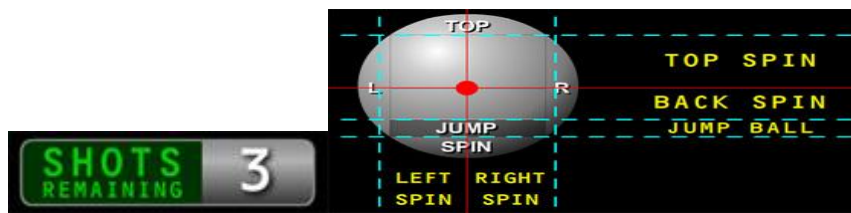
Points and Matches

By default, all pool games are 1pt (one point) games and a player who wins a single 1pt in one game is the winner. As a table option, multi-point games (or matches) can be set up. For example, for 3 pt. (3 point) match, the player who wins 3 points first, wins the match. The wins in any individual game within the match need not be consecutive.

Instructions for Trick Shots

Shot Counter   Displays how many shots you have left to complete the level.

Cue Angle   Output gauge for the angle of the pool cue.

Cue Power   Output gauge for the power of the pool cue.

Game Timer   Displays how much time is left to complete the level.

Sink All Balls   If this icon is visible, you must sink all of the balls on the table

Within the number of shots shown.

Ordered By   If this icon is visible, you must sink the required balls in

numerical order.

Show Goals   Place the mouse cursor over this icon to display the goals for

the current level.

Save Level   Outputs the level code for the current level.

Restart Game   Restarts the current level. Keyboard Shortcut: R

Game Options   Displays in-game options such as quality

Level Editor   Switches to the Level Editor.

Load Level   Brings up the 'Load Level' screen. Paste in a valid level code or

instant replay code to load a player-created level.

Spin Lock   This will lock the current spin. If this is unlocked, the spin will be

reset to 0 after every shot

Spin Reset   Resets the cue-ball spin to 0 (centered).

Using the spin diagram for cue-ball control.

This allows precise control of the cue-ball enabling complex variations of levels.
If the spin indicator is moved into the JUMP area, the cue-ball will get airborne. This is based on the amount of jump combined with the shot power.

Recording an Instant Replay

After completing a level, you have the option of recording an instant replay of your shots.Press the 'RECORD' button on the level success screen to receive a replay code.This replay code is exported in plain text and can be used the same way as ordinary level code. Enter your name in the box and press 'GET CODE' to generate your unique instant replay level code.

Coin / Cup

The coin can be used in two ways:

- Place on the table surface to act as a jump for pool balls.
- Place along the banks to require the player to bounce the coin into the cup.

Shot Limit

Set the number of shots the player will have to complete the level.
This determines the shot limit in which the player must achieve all level goals (sink balls, collect stars, etc).

Cue-ball Bounds

This icon represents the current boundary type for the initial placement of the cue-ball.

Point (P), Behind Line (L), Entire Table (A), and User-Defined (B).

Level Editors

- Drag and drop a pool ball onto the table to set it into play.

- The player will be required to pocket all of the balls on the table if the 'Sink All Balls' option is enabled.

- Pocket Markers are the corresponding colored marker into any pocket to force the player to sink the ball in that pocket can be draged and droped.

- Level Goal this stars is used to set arbitrary goals for a level. The player has to collect all stars to complete the levels.

- Extra Pocket add up to two extra pockets on the pool table by drag and drop.

- Rack - Triangle drag this icon onto the table to add the rack. This can act as a barrier or obstacle. Rotate and position accordingly.

- Pool Cue is the rack that can be used as a wall or obstacle to create more complex trickshot levels.

- Balls will bounce off of like a pinball bumper. This object remains stationary during play. Four available.

- The coin can be used in two ways:
- Place on the table surface to act as a jump for pool balls.
- Place along the banks to require the player to bounce the coin into the cup.

- Clear Level resets the level editor. Clears all items and resets all level attributes to default settings.

- The last 20 moves are always saved so undo the last move made in the level editor.

- Shot Limit helps to set the number of shots levels the player have to complete. This determines the shot limit in which the player should achieve all level goals.

- In Level Timer Increasing the value to add a time limit is Optional. Player have to achieve all level goals before the time expires.

- Level Title is a short description of the level or authors name, etc.

- Save Level outputs the level code (in plain text) for the current level.

- Load Level brings up the 'Load Level' screen. Paste in a valid level code or instant replay code to load a player-created level.

- Play Level Switches to Play Mode.

- Click and drag the rulers to add guidelines. There are horizontal and vertical guides available. Objects will snap to guidelines helping with precise alignment.

- Hide all guidelines from view. Objects do not snap to hidden guidelines.

This game is also played in computers

The game is played in two modes: High Score and Practice vs AI.

In High score mode, you can play rack after rack of pool trying to earn the most points possible. Each ball sunk is work 100 points. Each run of consecutively hit balls increases your score multiplier (up to a maximum of x4). Sinking a ball in the first rack gives you a 4 second boost to your total time. Each rack afterwords shaves off a second from your bonus – for example you get 3 bonus seconds in rack 2, 2 bonus seconds in rack 3 and so on. Scratching the cue ball will incur a 30 second penalty.

Practice vs AI allows you to pit your skills against the computer. You will be assigned stripes or solids after the break, and play continues until the 8 ball is pocked (legally or illegally.)

Either way, game is played the same way.
Use the mouse to aim at the ball you want to hit.
Set the power by holding down the left mouse button and dragging the mouse away in the direction you're aiming.
When you're ready to shoot, release the left mouse button.